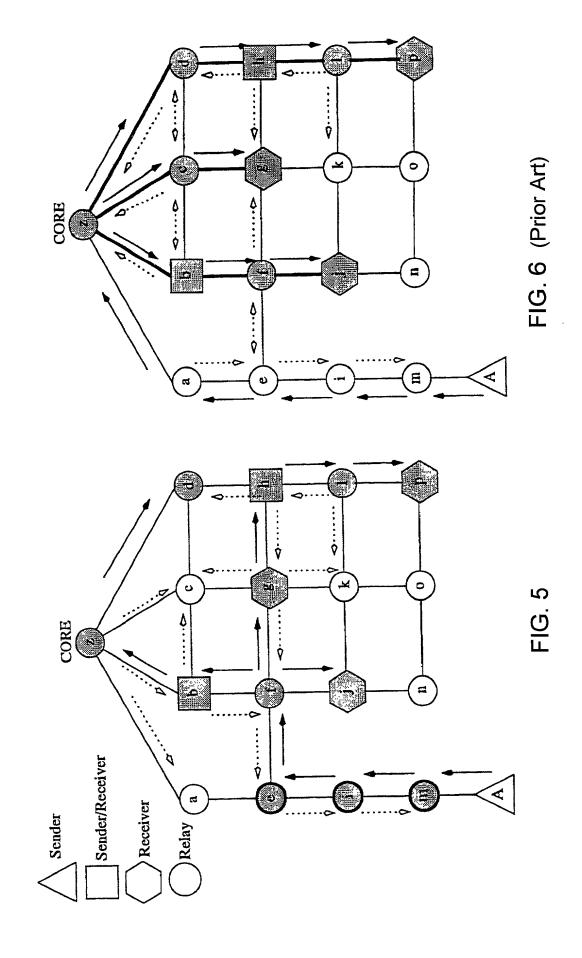
FIG. 2 (Prior Art)

FIG. 1

## Procedure Handle Join(gp, n, s)parameters Multicast group to join gpNeighbor n transmitter of request nNode originating join request s begin if (s=i)return; [ we don't want join loops, so ignore... ] $g \leftarrow \{group \ x \mid x \in MRT_i, x.group = gp\};$ if $(g = \emptyset)$ [ Group is unknown ] $g.group \leftarrow gp;$ $g.status \leftarrow g.status \land NOT\_MEMBER;$ $MRT_i \leftarrow MRT_i \cup \{g\};$ endif if $(i \in CORES_{qp})$ [ this node is one of the cores ] $g.status \leftarrow g.status \land CORE;$ $core \leftarrow i$ ; else $core \leftarrow \{node \ k \mid k \in CAM_i^{gp}\};$ endif if $(core \neq \emptyset)$ if (isDuplex(i, g)) call HandleJoinAmDuplex(gp, n, s); else call HandleJoinAmNotDuplex(gp, n, core, s); endif endif end

```
Procedure Handle Join Am Not Duplex (g, n, k, s)
 parameters
             Multicast group to join
    g
    n
             Neighbor n transmitter of request
             Chosen core for multicast group g
             Node originating join request
begin
   if ( \{\exists nb \mid nb \in N_i^g, nb.status = DUPLEX \ and \ nb 
eq n\} )
       [ Any neighbor already a duplex member? ]
       g.status \leftarrow g.status \land DUPLEX; g.modified \leftarrow TRUE;
       call HandleJoinAmDuplex(g, n, s);
       return;
   endif
   if (PEND_i^g = \emptyset)
       [ no pending duplex/simplex join ]
      nb \leftarrow \text{call NextHop2Core}(k);
      if (nb \neq \emptyset)
          p.address \leftarrow n;
         p.status \leftarrow p.status \land DUPLEX;
          PEND_{i}^{g} \leftarrow PEND_{i}^{g} \cup \{p\};
         if (n = i \text{ and } n \notin LR_i^g)
             lr.address \leftarrow n;
             lr.status \leftarrow lr.status \land PENDING;
             LR_i^g \leftarrow LR_i^g \cup \{lr\};
          endif
         call scnd(JOIN, g, nb, s);
      endif
   else [ There is a pending request. ]
      p \leftarrow \{x \mid x \in PEND_i^g\};
      if (p.address = i \text{ and } n \neq i)
         p.address \leftarrow n; [ Previous request was local ]
      endif
      p.status \leftarrow p.status \land DUPLEX;
   endif
end
```



## Procedure HandlePushJoin(gp, n, s, src) parameters

```
Multicast group to join
   gp
            Neighbor n transmitter of request
   n
            Node originating push join request
            Node that is source of multicast data traffic
   src
begin
   if (s=i)
      return; [ no loops, so ignore... ]
   g \leftarrow \{group \ x \mid x \in MRT_i, x.group = gp\};
   if (g = \emptyset)
      [ Group is unknown ]
      g.group \leftarrow gp;
      g.status \leftarrow g.status \land NOT\_MEMBER;
      MRT_i \leftarrow MRT_i \cup \{g\};
   endif
  \textbf{if (} \textbf{isDirectlyConnected}(i,src) \textbf{)} \\
      [ Source of traffic is attached to me ]
      call HandlePushJoinDC(gp, n, s, src);
   else
      call HandlePushJoinNonDC(gp, n, s, src);
  endif
end
```

## Procedure HandlePushJoinNonDC(g, n, s, src) parameters

```
9
            Multicast group to join
            Neighbor n transmitter of request
  \boldsymbol{n}
            Node originating join request
            Node that is source of multicast data traffic
   src
begin
  if (\{\exists p \mid p \in PENDPJ_i^g, p.sender = src\})
      [ Ignore PJ for an existing sender, ]
      [ but update info if this node started pj ]
      if (p.address = i)
         p.address \leftarrow n;
      endif
  else
     nb \leftarrow \text{call NextHop}(src);
     if (nb \neq \emptyset)
        p.address \leftarrow n;
         p.sender \leftarrow src;
         p.status \leftarrow p.status \land NOT\_MEMBER;
         p.anchor \leftarrow NOT\_ANCHOR;
         PENDPJ_i^g \leftarrow PENDPJ_i^g \cup \{p\};
         call send(PUSH\_JOIN, g, nb, src, s);
      endif
   endif
end
```

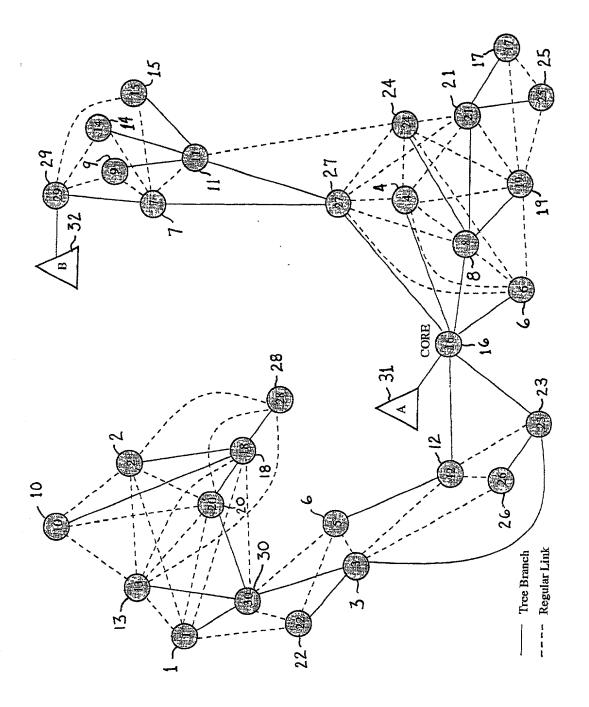


FIG. 9

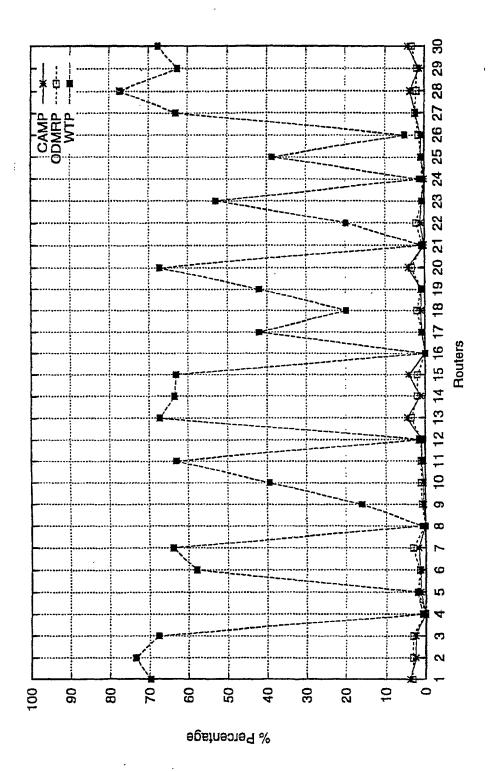
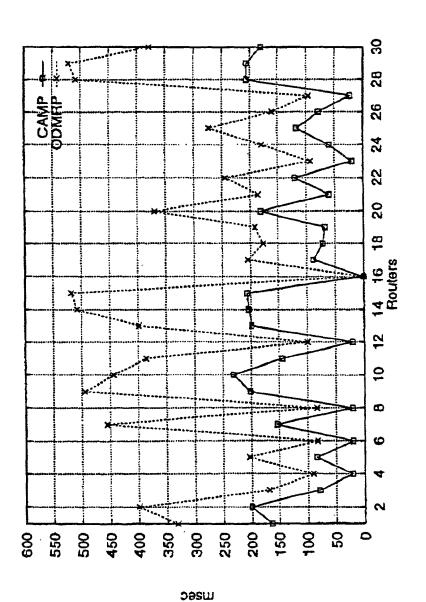
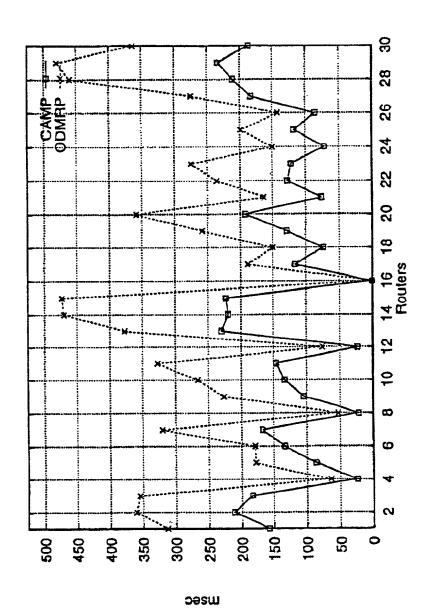
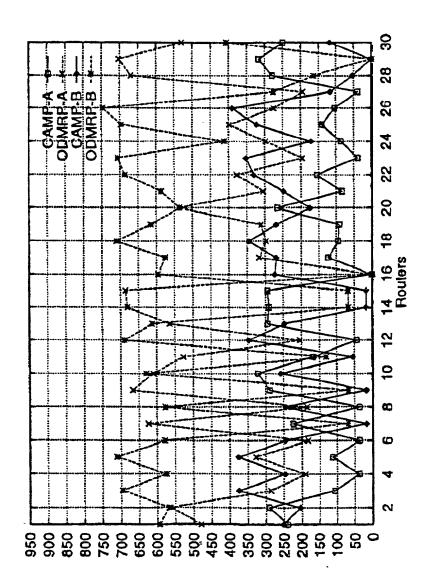


FIG. 10

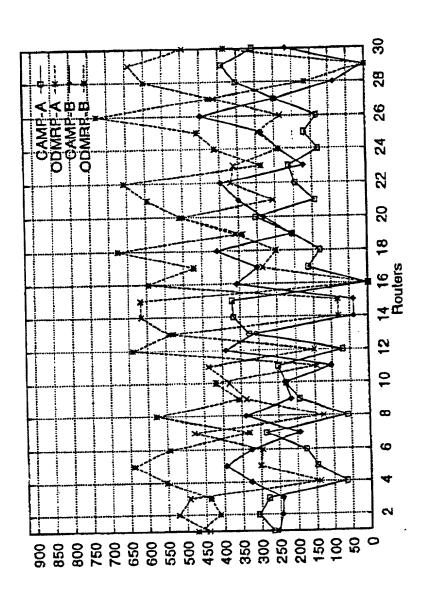




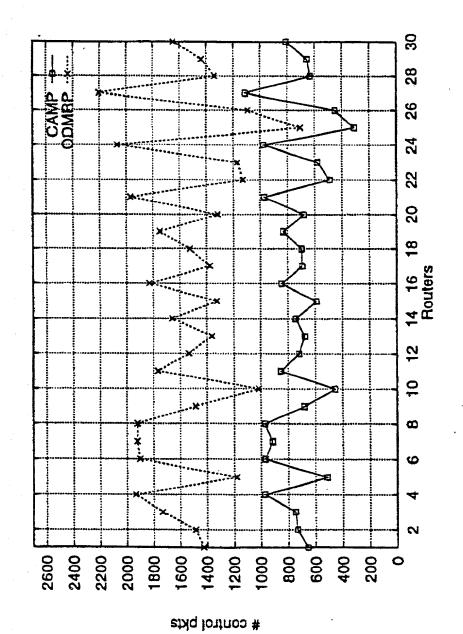


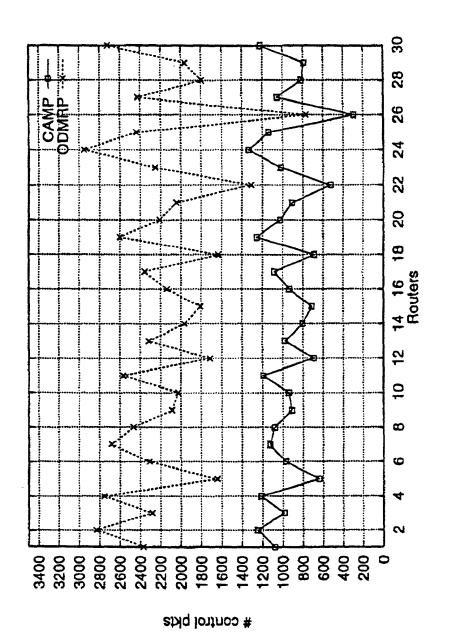


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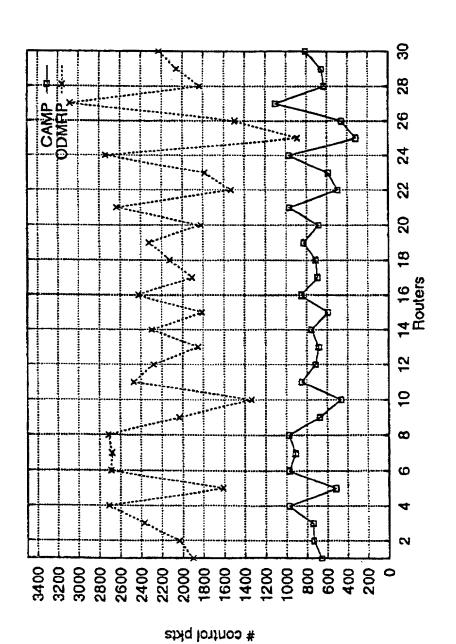


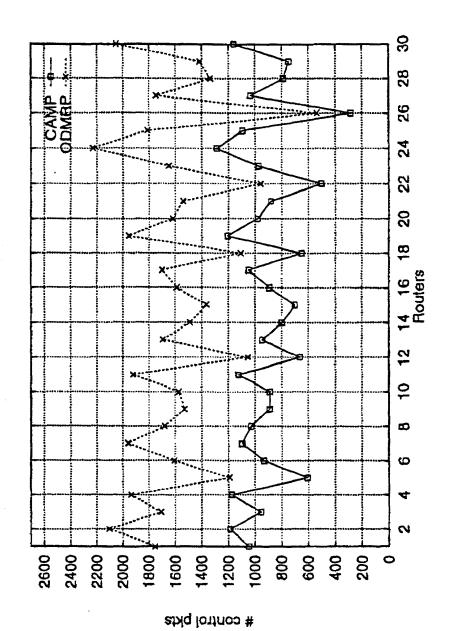
weec

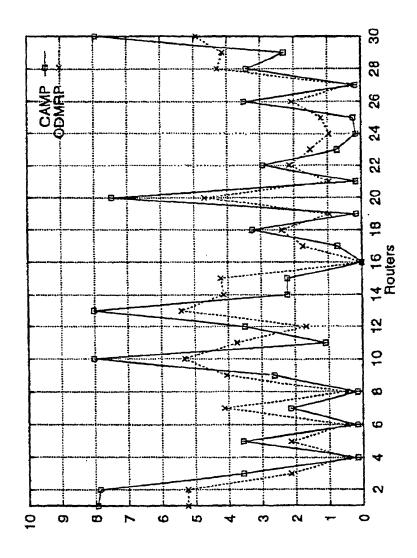




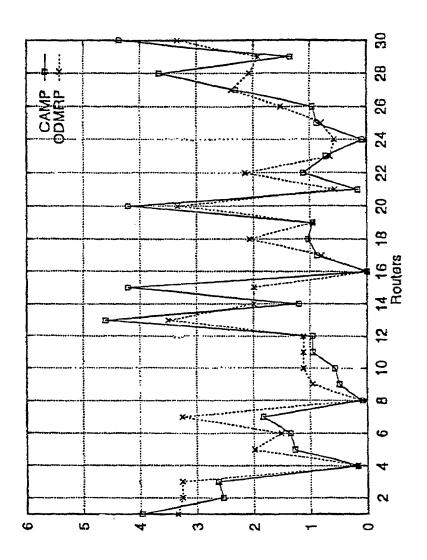




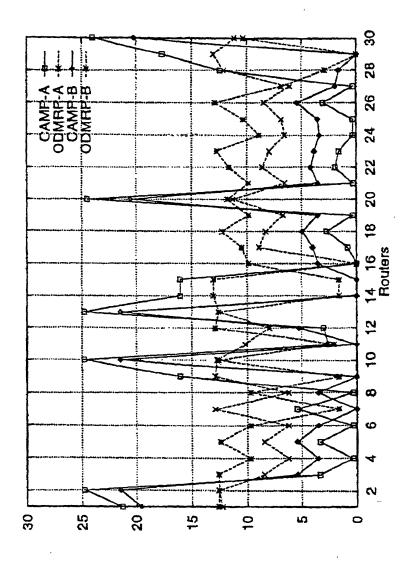




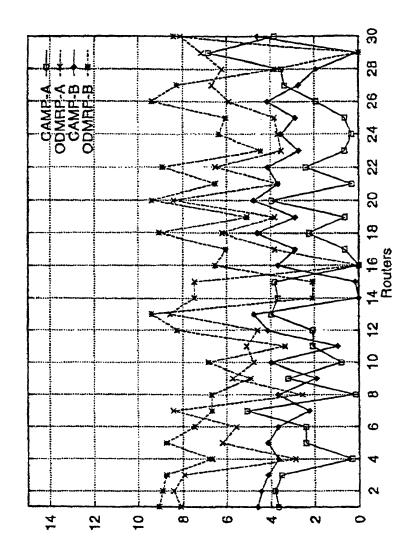
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